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Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims

1. (previously presented) A method for improving the processing of a plurality of queued animation over a computer network having a client and a server, comprising:

forming a queue of messages from the server at the client;

adding messages received from the server to the queue;

setting a deadline for each message in the queue, the deadline determined by the message;

calculating a minimum deadline of the deadlines of each of the messages in the queue;

calculating a time required to play all the currently queued animations; and

if the time required to play all the currently queued animations is greater than the minimum deadline of the messages in the queue, accelerating the animation.

2. (previously presented) A method for improving the processing of a plurality of queued animation over a computer network between first and second clients, comprising:

forming a queue of messages from the first client at the second client;

adding messages received from the first client to the queue at the second client;

setting a deadline for each message in the queue, the deadline determined by the message;

calculating a minimum deadline of the deadlines of each of the messages in the queue;

calculating a time required to play all the currently queued animations; and

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if the time required to play all the currently queued animations is greater than the minimum deadline of the messages in the queue, accelerating the animation.

3. (previously presented) A computer program product for improving the processing of a plurality of queued animation over a computer network having a client and a server, the computer program product comprising:

a computer usable medium having computer readable program code means embodied in the medium for forming a queue of messages from the server at the client;

the computer usable medium having computer readable program code means embodied in the medium for adding messages received from the server to the queue;

the computer usable medium having computer readable program code means embodied in the medium for setting a deadline for each message in the queue, the deadline determined by the message;

the computer usable medium having computer readable program code means embodied in the medium for calculating a minimum deadline of the deadlines of each of the messages in the queue;

the computer usable medium having computer readable program code means embodied in the medium for calculating a time required to play all the currently queued animations; and

the computer usable medium having computer readable program code means embodied in the medium for determining if the time required to play all the currently queued animations is greater than the minimum deadline of the messages in the queue, and if it is, accelerating the animation.

4. (previously presented) A computer program product for improving the processing of a plurality of queued animation over a computer network between a first client and a second client, the computer program product comprising:

a computer usable medium having computer readable program code means embodied in the medium for forming a queue of messages from the first client at the second client;

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the computer usable medium having computer readable program code means embodied in the medium for adding messages received from the first client messages to the queue at the second client;

the computer usable medium having computer readable program code means embodied in the medium for setting a deadline for each message in the queue, the deadline determined by the message;

the computer usable medium having computer readable program code means embodied in the medium for calculating a minimum deadline of the deadlines of each of the messages in the queue;

the computer usable medium having computer readable program code means embodied in the medium for calculating a time required to play all the currently queued animations; and

the computer usable medium having computer readable program code means embodied in the medium for determining if the time required to play all the currently queued animations is greater than the minimum deadline of the messages in the queue, and if it is, accelerating the animation.

5. (new) The method of claim 1 wherein said animation is accelerated based on a factor determined by dividing the time required to play all of the currently queued animation by the minimum deadline of each of the messages in the queue.

6. (new) The method of claim 2 wherein said animation is accelerated based on a factor determined by dividing the time required to play all of the currently queued animation by the minimum deadline of each of the messages in the queue.

7. (new) The computer program product of claim 3, wherein the computer useable medium has computer readable program code for accelerating the animation based on a factor determined by dividing the time required to play all of the currently queued animation by the minimum deadline of each of the messages in the queue.

8. (new) The computer program product of claim 4, wherein the computer useable medium has computer readable program code for accelerating the animation based on a factor determined

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by dividing the time required to play all of the currently queued animation by the minimum deadline of each of the messages in the queue.